Acres Bonusing System™

System Overview

Chapter 1

Reference Manual

Version 4.1

Table of Contents

1. SYSTEM OVERVIEW 1

1.1 Introduction 1

1.2 Component Overview 1

1.3 Bonus Promotion Overview 5

1.4 About this Manual 8

1. System Overview

1.1 Introduction

Overview

The Acres Bonusing System (ABS) is a complete data collection and bonusing system using Acres Gaming's proprietary technology. The system is used to gather play information from a casino's electronic gaming machines (EGMs – slot machines, video poker, etc.) and distribute the information to the bonusing promotions as well as a slot accounting system (such as Acres' Wizard™ system or IGT's IGS system).

The bonusing applications allow a casino to use various promotions to award players for their play. The bonusing applications can pay additional progressive or random jackpots, or even pay two or three times a standard jackpot. Casino-wide bonuses are also available. For a complete list of the available bonus types see *Table 1-1*. These bonuses use the Acres' technology to tell the machine to payout the smaller jackpots and provide notification to players of the larger jackpots.

🗋 **Note:** This guide includes information on all available types of promotions. Exactly which promotions your system includes will vary.

The ABS system can also include sounds, meters (displays), flashing fluorescent lights (in the top glass of the machine) and bonus buttons so that the promotion includes a complete multi-sensory experience.

Secure ABS

The Secure Acres Bonusing System is a specialized system required to run certain gaming device promotions. The system contains a lockable Concentrator case and requires the Concentrator software to run off a CDROM. (No hard drive exists in the secure Concentrator.) Whichever bonus servers are running gaming device promotions are also contained in a special lockable Bonus Server.

Additional changes that are part of the Secure ABS system are described throughout the manual.

1.2 Component Overview

The ABS system is made up of the following components (See *Figure 1-1* for a diagram of these components):

Electronic Gaming Machine – Referred to in this manual as EGM.

The EGM is any type of machine (i.e. slot, video poker) connected to the Acres Bonusing System.

Host – The Host, or accounting system, collects the data sent from the ABS system and provides the necessary accounting procedures. Depending on the type of host used, some of the system-wide security features are also part of the host functionality.

Translator – The Translator is a PC network device which is used as the communication bridge between the host and the other network devices in the system. All messages to or from the host are routed through the Translator. The Translator interprets each message and transforms the message to the format required by the recipient.

Concentrator – The Concentrator is the network device at the center of the ABS system. The Concentrator provides communication routing for the Translator, Bank Controllers, Bonus Engines II (BE II), Bonus Servers, and Configuration Workstation. The Concentrator also functions as an information repository. Meter information from EGMs is stored (in memory) at the Concentrator for routing to both the Host and Bonus Servers. The BE II and Bank Controller applications are also stored at the Concentrator for download to Bank Controllers when requested.

Bank Controller – Bank Controllers handle the communication between BE II and the other components of the ABS. Bank Controllers also control communication with Bank Controller peripheral devices such as overhead displays, card readers (used in the Appreciation Time promotion), and sound systems. One special type of overhead display is a plasma display which contains complex graphics, an Animation Computer is required to drive the plasma display (see below for more information).

Bonus Engineer II – A BE II is connected to each electronic gaming device (EGM) and handles all communication between the ABS and the EGM. It receives Bonus Promotion and message information from Bonus Servers and sends bonus-related EGM information to the Bonus Servers. The BE II also sends EGM information to other network devices.

🗋 **Note:** A Data Collection Node+ (DCN+) can be used in place of BE II in some cases. The basic functionality of the DCN+ is the same. Any reference to the BE II or the DCN+ (except for the individual machine harness instructions) in this manual represents both types of devices unless otherwise stated.

Configuration Workstation – The Configuration Workstation is the communication bridge to the Bonus Servers and the

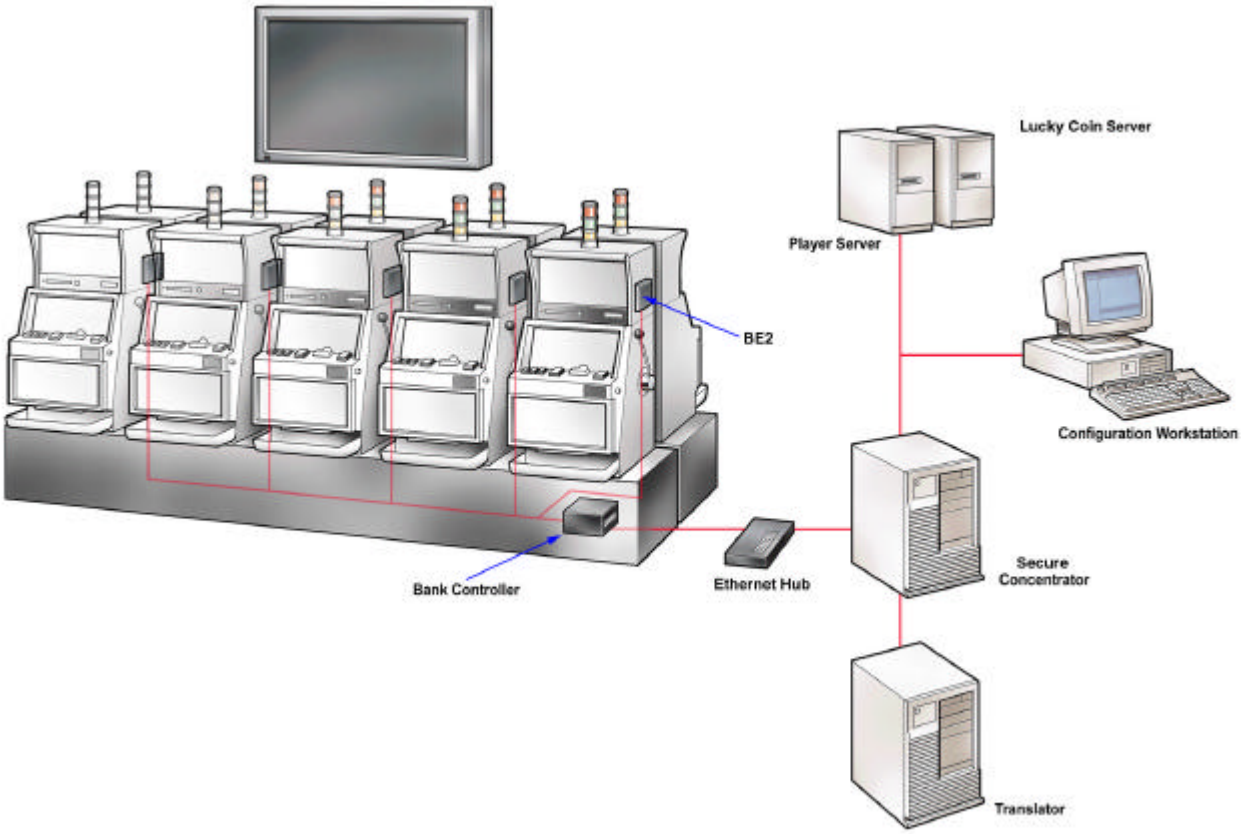
Concentrator. The workstation is the main user interface to the ABS and available features include: setting up, monitoring and changing Bonus Promotions, and installing new software versions of the Bank Controller and BE II. 🗋 **Note:** In the Secure ABS system new software versions of the Bank Controller and BE II can only be installed by replacing the entire Concentrator CDROM, the Configuration Workstation cannot be used to install new versions.

Bonus Server – *Bonus Servers* are PCs that manage the different Bonus Promotions. The number of Bonus Servers in your system will depend on the types of Bonus Promotions that have been included with the ABS. Some Bonuses require a special Gaming Device Bonus Server with increased security and require the Secure Acres Bonusing System. For a list of the available Bonus Promotions see *Table 1-1*.

Animation Computer/Plasma Display – The Plasma display is a unique 42" display used to show special promotion graphics. The Animation Computer is a specialized computer that only drives the Plasma display. The animation computer does not have a mouse, monitor, or keyboard as no user configuration is necessary. One or two plasma displays are connected to each Animation Computer.

🗋 **Note:** The Plasma display is considered to be a type of "overhead" display for the purposes of this manual. The terms are used interchangeably, however the term "overhead" also refers to the standard overhead displays used for other bonuses in the Acres Bonusing System.

Figure 1-1 - ABS Overview



1.3 Bonus Promotion Overview

Overview

Bonus Promotion

The Acres Bonusing System (ABS) includes a Bonus Promotion tool you can use to give special awards or bonuses to players. A *Bonus Promotion* is a type of award (such as money, car, player points) which can be won by a player. There are three types of promotions: Link, Periodic, and Carded.

🗋 **Note:** This guide includes information on some of the available types of promotions. Exactly which promotions your system includes will vary. If information on one of your promotions is not listed in this manual see the corresponding promotion's user manual for complete setup information. (All promotions have a separate user manual.)

Link

Link promotions are awards that are won based on an amount of play occurring on a group of participating EGMs. For example, you can create a Link car promotion that is won after a set amount of play completed by a group of EGMs. Players are not required to use a casino player card to win. The award given in a Link promotion is also called a Jackpot.

Link Lucky Coin™ and Link Progressive

Link promotions are broken into two classes, Lucky Coin and Progressive. *Lucky Coin* promotions are awards won after a specified amount of play has occurred on participating EGMs and a winner is selected based on reach a randomly selected meter count. *Link Progressive* promotions are awards won when a pre-specified win combination occurs on a participating EGM.

Periodic

Periodic promotions are awards available to a group of participating EGMs at specific times. Periodic promotions may require action on the part of casino personnel to activate or they may automatically activate at certain times. Appreciation Time and Multiple Jackpot Time are examples of this type of promotion.

Carded

Carded promotions are awards available only to players using a casino player card. Other criteria may also be required for a player to be eligible to participate in Carded promotions.

Carded awards are based on the amount of EGM play which occurs while an eligible carded player is playing a participating EGM. For example, you may have a carded PointPlay promotion that allows eligible carded players to use accumulated slot points for XtraCredit play on EGMs.

For more information on Bonus Promotions see *Chapter 9*.

XtraCredit™

XtraCredit is a payment mechanism used in conjunction with the

other Acres' Bonuses. Instead of paying bonus payments directly to the player via the machine, bonus payments can be sent to a XtraCredit pool for the player. XtraCredit can also be given as an immediate bonus to players as configured by the Host system (see Host system documentation for more information).

XtraCredits are then used by the player. XtraCredits require that players contribute their own money for the original EGM game and then the XtraCredits are rewarded to the player at the completion of the game. For example if a player has ten XtraCredits, the player would insert five coins, play the game and five credits could be returned to the player in addition to any amount that was won from normal play. The XtraCredit pool would then equal 5 credits.

XtraCredits are either be attached to a player's card, if a player's card was inserted at the time the credits were originally awarded, or a machine if no card existed. XtraCredits attached to the player's card can be used on any EGM supporting bonusing. The exact number of available credits will depend on the denomination of the machine, for example 2 credits on a $.25 machine would become 10 credits on a $.05 machine. XtraCredits attached to a machine cannot be transferred and can be used by anyone playing that machine.

Player Points can be changed to XtraCredits at anytime and reverted back to player points as desired.

If various types of XtraCredits are available the credits are used in this order: machine, card, point.

Table 1-1 – Bonus Promotion Types

Bonus Promotion	Function
Link Progressive	A Link promotion where an award is won when a participating EGM hits a pre-determined game combination. A percentage of play on each participating EGM is added together to form a *Current Pool*. The value of the Current Pool is awarded to the EGM that hit the winning combination. The Current Pool value is typically displayed on one or more large displays as well as on in-machine displays of the participating EGMs. The award amount increases as participating EGMs are played. After the Link Progressive award is won, the next award is reset to a beginning base amount. Link Progressives are classified as Link promotions.
Link Lucky Coin™ (cash or non-cash)	A Link promotion where an award is won when a percentage of play on participating EGMs reaches the selected random number (within a specified range). A percentage of play on each participating EGM is added together to form a *Current Pool*. When the Current Pool reaches the random value, the winner selection process is started. A second random number is selected and the first player to reach the meter value wins. The winner of the pool is then selected, a new; Random Number chosen, and the Current Pool reset to a beginning value. The award may be a fixed cash amount, the Random Number, or a fixed non-cash award. Types of Lucky Coin promotion might include Million Dollar Jackpot, Large

	Cash Jackpot, or Rapid Hit Jackpots. It is recommended that a dedicated Bonus Server with only one Bonus Pool be used for Lucky Coin promotions that include all or most EGMs on the floor. 🗋 **Note:** In some jurisdictions Lucky Coin is a Gaming Device Bonus that requires the Secure Acres Bonusing System.
Multiple Jackpot Time (Pooled MJT)	A Periodic Promotion that awards multiples of the win on an EGM periodically throughout the day. A percentage of play on the participating is added together to form a *Current Pool*. Throughout the day, participating EGMs are placed in MJT mode. Wins on the EGMs that are within a winning range (the win is greater than a minimum and less than a maximum win amount), are multiplied by the current MJT multiplier rate. The funds for the increased winnings are deducted from the Current Pool. The promotion remains active until either the Current Pool reaches a lower limit or a specified amount of time elapses, depending on how the MJT promotion is configured.
Appreciation Time (Non-Pool Multiple Jackpot Time)	A Periodic Promotion that awards multiples of the win on an EGM when manually activated. When activated, all wins on participating EGMS that are within a winning range (the win is greater than a minimum and less than a maximum win amount), are multiplied by the current multiplier rate of the Appreciation Time session. An Appreciation Time session is manually activated when a valid Appreciation Time card is inserted into the Card Reader connect to a Bank Controller. (Some Card Readers are mobile units which are only attached to the Bank Controller as require to run a bonus.) All EGMs on the Bank are placed into Appreciation Time mode. Any win within the range limit is multiplied by the multiplier value of the card used to activate the bonus session. Appreciation Time card numbers and multiplier values are part of the Configuration Parameters you define for the Appreciation Time Bonus Pool.
ReturnPlay™	A Carded Wager promotion which works in conjunction with XtraCredits where the credits are awarded to the player for use during the next visit to the casino. When a qualified, carded player accumulates a threshold of slot points, a Return Play award is won. The award is redeemed during the next visit to the casino (on a different day). The Return Play award is used as XtraCredits on EGMs. The player cannot choose to not use the Return Play award and cannot convert the award to any other type of play or award. 🗋 **Note:** As an option, XtraCredits can also be awarded immediately as a direct bonus to players from the Host system.
PointPlay™	A Carded Wager promotion which can work in conjunction with XtraCredits where the credits are awarded to the player for use on EGMs. Qualified carded players accumulate slot points with their play, the points can then be converted with the Point Play promotion to XtraCredits. Points can also be used for other casino promotions. The player can convert the points to XtraCredits and convert the credits back to points as desired. The player is not required to use slot points for XtraCredit. The bonus button is used to activate and deactivate PointPlay. 🗋 **Note:** As an option, XtraCredits can also be awarded immediately as a direct bonus to players from the Host system.
Personal Progressives®	A Carded Personal promotion award that is won when a percentage of play by a qualified, carded player on a participating EGM reaches a randomly chosen number within a specified range. A percentage of play by the player is added to the Personal Progressives pool for the player. When the Personal Progressives pool reaches the number, the player receives the bonus award and a new number is chosen for that player.
Free For All™	A Periodic Promotion that awards each losing EGM play to be refunded during specific bonus sessions. When active each losing bet, a bet that does not when any of the normal EGM jackpots, is refunded to the machine. In additional at the end of each bonus session a final large jackpot is paid to the EGM of a lucky player. The

	final jackpot is a random amount determined by a configured minimum and maximum range. The promotion is funded by a percentage of each EGM's coin in.
Multiple Bonus Area	The Multiple Bonus area promotion is a collection of bonus promotions that are setup to run over the same group of machines. Another Acres' bonus promotion can be used as base bonus game, if desired. Multiple Jackpot Time (MJT) and Free For All™ (FFA) are configured to occur periodically on individual banks within the bonus area. The FFA and MJT promotions run a Multiple Bonus Area Server with a pool dedicated to each bank for each type of promotions. See each promotion's description for more information.

1.4 About this Manual

This Acres Bonusing System user's manual contains a chapter for each of the major system components. Each chapter contains information on installing, starting, setting up, and troubleshooting the corresponding component. Each chapter also describes how the component interacts with the entire system as well as any localized peripheral devices.

Chapter 2, Installation Notes, gives system wide information on how to install the hardware associated with Acres Bonusing System. It duplicates the information found in each component's chapter but focuses less on how each component is installed and more on how each component connects to every other component. For additional information on each type of EGM, separate installation instructions are available for each EGM. Separate instructions are also available for each display type.

Chapter 9, Bonus Promotions, gives information on configuring various bonuses. Information on creating EGM, Overhead Displays and Sound System groups along with details on designing messages is also included. This chapter does not contain detailed configuration information on all ABS Bonus Promotions, instead it is intend to teach the user the basics of adding and configuring bonuses. Detailed instructions for each available bonus promotion are contained in separate user manuals. To obtain a specific bonus promotion user manual contact Acres Gaming.